

## **Glossary of Terms**

<b><u>Term</u></b>	<b><u>Definition</u></b>
Adaptive	Being able to support a wide variety of applications and change with technology.
Baseline	Listing of technologies currently in use by agencies.
COTS	Commercial <b>Off-The-Shelf</b> software
Containment Technologies	Technologies that are active, but are being phased out. There are to be no <u>new</u> acquisitions or development using these technologies. Agencies using these technologies may continue such use until replacement is required or the technologies are scheduled for retirement.
Discipline	These are logical technical areas to be addressed when building the architecture blueprint. A discipline is a subset of an architectural domain.
Discipline Profile	A discipline profile describes the boundaries, life cycle and standards for a discipline (technology).
Domain	These are logical groupings of disciplines that form the main building blocks within the architectural framework.
Domain Profile	Describes each portion of the technical infrastructure, including the plan of action and rules to guide decision-making concerning a discipline. Sets limits as to the architectural decisions that can be made for each discipline.
Emerging Technologies	These are new technologies or technology solutions with limited implementations and/or testing and which are candidates for future deployment by the State. These items will usually require testing prior to acceptance by industry as the current standard. It is generally understood that emerging technologies be considered carefully before implementing in an enterprise-wide architecture.
Enterprise Architecture	An overall plan for designing, implementing and maintaining the infrastructure to support the States' business functions, underlying networks, applications and systems.
Framework	A basic structure of ideas that determines the interoperability of the architecture structure, governance and process.

Governance	The continuous exercise of authority over and the performance of functions for the SC Enterprise Architecture.
Implications and Dependencies	This is a section of the discipline profile. 'Implications' are side effects that may result from a particular choice in the selection or use of a technology. 'Dependencies' are factors that must be planned for before a particular technology is implemented.
Infrastructure	The basic, fundamental architecture of the system that supports the flow and processing of information, determines how it functions and how flexible it is to meet future requirements.
Integration	The ability to access and exchange critical information electronically at key decision points throughout the enterprise.
Interoperability	The capability to readily share data among applications residing on varying combinations of hardware and software within and between existing networks.
Legacy systems	An automated system built with older technology that may be unstructured and lacking in modularity, documentation and source code.
Mainstream Technologies	Technologies that are currently being used by an agency or organization on a routine basis and that may be expanded for additional uses, and/or for which new versions or models may be acquired as they become available. These are technologies that are supported/maintained by the agency, state and/or vendor.
Models	Representations of information, activities, relationships and constraints.
Policies	The rules and regulations set by the agency or the organization for performing its daily activities. Policies can specify the types of products to be used, internal and external information resources end users can access, the kinds of programs that can be installed on computers, authority required to access network resources, etc.
Principle	A statement of direction or practice. Principles constitute the rules, constraints and behaviors that an agency or organization will abide by in its daily activities over a long period of time.
Process	Set of instructions or guidelines that lead to a particular result.
Proprietary	Owned by a private individual or corporation.

Product	A specific item of software or hardware that has been selected for use by an agency or the organization.
Protocol	Rules governing transmitting and receiving of data.
Retirement Technologies	Technologies that are active, but are scheduled for immediate phase out by the agency or organization. There will be no further investment in these technologies.
Roadmap Notes	This is a section of the discipline profile used to clarify and/or provide comments/considerations concerning the establishment of a standard.
Scalability	The ability to use the same applications and systems on all classes of computers from personal computers to supercomputers.
Standard	A set of minimum requirements. May include voluntary guidelines and best practices. Some may be mandatory.
Strategic Direction	Technology that the State or an agency currently has or expects to have in place within five years. This represents the technologies on which new systems will be developed.
Structure	The aggregate of SC Enterprise Architecture elements in their relationships to each other.
System	A set of different elements so connected or related as to perform a unique function not performable by the elements alone.
Tactical Deployment	The technology the State and/or agencies have today and intend to keep for approximately the next two years, and any new technology that will be procured and used for the next two years.
Taxonomy	A classification of technology that logically comprise the Technical Architecture.
Technology	Tools or tool systems by which we transform parts of our environment and extend our human capabilities.
Template	A form used as a guide, in which the standard parts are already included and the variable parts are completed as appropriate.